



# CRYPT GUARDIAN

Insect • Myth • Leader

MOV COM RAN ARC MYT WND SAN

7/10 8/7 7/7 4/7 4 20 10

## BLADED LIMBS

COM • Base • Haemorrhage

## DIGESTIVE ENZYME

RAN • 10" • Burn

## PSYCHIC SCREECH

2 MYT

(Once Per Game) All enemy models within 8" must pass a SAN test on 3D6 discarding the lowest value, or suffer -2/-2 ARC, COM & RAN until the end of turn.

## CANNIBAL

1 MYT

You may inflict 4 WND on a friendly grub within 3" to heal for 3 WND.

## LEADER

This model when activated gains +1 AP.

## WINGED

This model automatically passes any jumping or falling tests it is required to make from any height.

## SUREFOOTED

This model ignores difficult terrain when moving.

## GUARDIAN

This model gains 1 re-roll this turn if it is within 4" of an objective.

## AMBUSH PREDATOR

This model gains +1/+0 COM when charging.

## ABOMINATION

This model causes Fear. SAN loss occurs regardless of whether you pass or fail your Fear test. If passed you may act as normal.

## HARDENED CHITIN

Any non-condition damage suffered by this model is reduced by 2 to a minimum of 1.



75MM BASE